

Photo Story 3

Educational Technology Center

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Resources for this class can be found at http://www.davis.k12.ut.us/district/etc/documents/digcam_doc.html

Photo Story 3

- **Photo Story 3** is a free download from **Microsoft** for creating movies from digital pictures.
- The basic process is:
 - Import, arrange, and edit the desired pictures.
 - Add titles to appropriate slides.
 - Narrate the slides as desired.
 - Customize the motion and transitions.
 - Add background music.
 - Save the movie.

System Requirements

- Windows XP computer with Windows Media Player 10 and DirectX installed.
- 256 MB of memory (Higher recommended) and a 600 megahertz processor

Downloading Photo Story 3

- Open the Internet and go to <http://www.microsoft.com>
- In the **Search** box, enter **Photo Story 3** and click on the **Search** button.
- Choose **Photo Story 3 for Windows**.
- Click on the **Download Photo Story 3** link.
- To download Microsoft programs, the computer needs to be checked to make sure that it has a valid licensed copy of the Windows operating software. To check your computer, click on the **Continue** button in the orange box.
 - **Note:** You must have an active Internet connection to run the validation check.
- If the computer gets validated correctly, a **Download** button will appear.
- Click on the **Download** button.
- Click on the **Save** button.
- Navigate to the location (such as the Desktop, My Documents, etc.) to save the installer program.
- Click on the **Save** button.

Installing Photo Story 3

- Navigate to the location where the installer program was saved.
- Double click on the installer program icon.
- Click on the appropriate buttons to install the program.

Creating a Story

- Open Photo Story 3 by clicking on **Start → All Programs → Photo Story 3**.

Importing and Arranging Pictures

Importing Pictures

- Click on the **Import** button.
- Navigate to the location of the pictures.
- Photo Story 3 can import most picture file formats, including .psd (Photoshop).
- Selecting **All** the pictures in the folder:
 - Press **Ctrl+A** on the keyboard.
- Selecting a group of pictures in a List:
 - Click on the first picture.
 - Scroll to the end of the list.
 - Hold down the **Shift** key and click on the last picture in the list.
- Selecting various pictures:
 - Click on the first picture desired.
 - Hold down the **Control** key and click on each picture to be added to the list.
 - **Note** – Clicking on a selected picture with the **Control** key held down unselects the picture.
- Click on **OK**.



Arranging the Pictures

- Click in the timeline on the picture to be moved.
- Click on the **Move Forward** button or the **Move Back** button as appropriate
- OR click on the picture to be moved and drag it to the desired location.



Navigating the Pictures

- Scroll through the pictures using the scroll bar at the bottom of the timeline.
- Click on a picture to show it in the **Preview** window.
- To move to the next picture, click on the **Previous Picture** button or the **Next Picture** button at the corners of the **Preview** window
- OR use the **arrow keys** on the keyboard.



Deleting a Picture

- Click in the timeline on the picture to be deleted.
- Click on the **Delete** button
- OR press the **Delete** key.



Editing Pictures

Color Correction

- Click on the picture in the timeline to be corrected.
- Click on the **Correct Color Levels** button.
- **Note** – To turn off the color correction, click on the picture that was corrected and click on the **Correct Color Levels** button.



Red-Eye Removal

- Click on the picture with the red-eye problem.
- Click on the **Correct Red Eye** button.
- **Note** – To turn off the red eye correction, click on the picture that was corrected and click on the **Correct Red Eye** button.



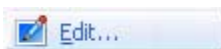
Rotating Pictures

- Click on the picture to be rotated.
- Click on the **Rotate Counterclockwise** button or the **Rotate Clockwise** button.
- **Note** – Clicking again on the rotation button rotates the picture another 90 degrees.



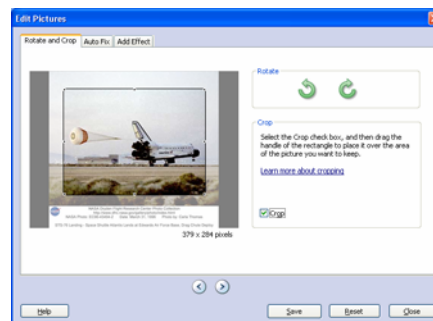
Additional Editing

- Click on the picture to be edited.
- Click on the **Edit** button.



Rotate and Crop

- Click on the **Rotate and Crop** tab.
- To rotate the picture, click on the **Rotate Counterclockwise** button or the **Rotate Clockwise** button.
- Cropping
 - Click in the **Crop** box.
 - Place the cursor over a corner or the middle of an edge and drag to the desired size.
 - Notice that the measurement of the selected section is displayed below the picture.



Auto Fix

- Click on the **Auto Fix** tab.
- Click to turn **On** or **Off** the corrections for **Contrast**, **Color Levels**, and **Red Eye**.

Effects

- Click on the **Add Effect** tab.
- Click on the down arrow of the **Effects** box and choose an effect.
- To remove an effect, choose **None**.

Saving

- Click on the **Save** button.
- Click on the **Close** button.
- Pictures that have been edited will have a checkmark under them in the timeline.
- **Note** – Other pictures in the story can be edited by using the **Go to Previous Picture** and the **Go to Next Picture** buttons.



Removing the Black Border

- A black border means that the picture is not the proper dimensions to fit in the window.
- Click on the **Remove Black Borders** button.
- The program will locate pictures which have a black border.
- In the **Before** window, adjust the selection box to the desired size and location.
- The **After** window displays the results.
- Click on the **Yes** button.
- Adjust each picture as it comes up and click on **Yes**.
- Click on the **Close** button when finished.



Restoring a Picture

- Click on the picture to be restored.
- Click on the **Edit** button.
- Click on the **Reset** button.
- Click on the **Save** button.
- Click on the **Close** button.

Adding a Title to Your Pictures

- Click on the **Next** button.

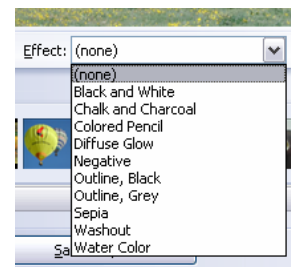
Adding a Title

- Click on the picture the title is to be added to.
- Click in the box to the right of the picture and enter the desired title.
- Use the **Enter** key to start a new line.
- Click on the **Select Font** button.
- Select the desired font, font size, and font style.
- In the **Effects** section, click on the down arrow and choose the desired color.
- Click on **OK**.
- Click on the appropriate justification button to justify the text **Align Left**, **Center Horizontally**, or **Align Right**.
- **Note** – The maximum is 1024 characters.



Adding Effects

- Click on the picture to which the effect is to be added.
- Click on the down arrow of the **Effects** box.
- Choose the desired effect. The available effects are Black and White, Chalk and Charcoal, Colored Pencil, Diffuse Glow, Negative, Outline Black, Outline Grey, Sepia, Washout, or Water Color.

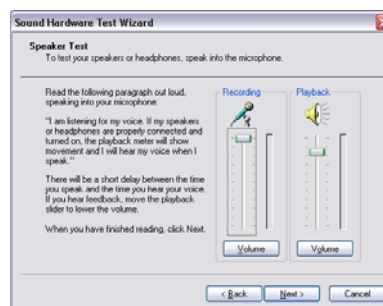


Narrating Pictures/Customizing Motion

- Click on the **Next** button.

Testing the Sound Equipment

- Click on the **Microphone** button in the Recording box.
- The **Sound Hardware Test Wizard** will run.
- Speak into the microphone and watch the green bar to see if the volume is adequate.
- Click on the **Recording Volume** button if necessary to adjust the volume of the microphone.
- Click on the **Next** button.
- Speak into the microphone as directed in the window and listen for your voice from the speakers.
- Click on the **Playback Volume** button if necessary to adjust the volume of the speakers.
- Click on the **Next** button and then click on the **Finish** button.



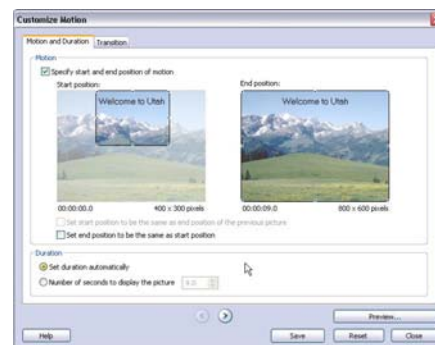
Recording the Narration

- Position yourself in front of the microphone.
- Caution** – Holding the microphone causes static due to the motion of the hand.
- Click on the **Record Narration** button.
- Speak the desired narration.
- The red dot on the **Record Narration** button will blink while the recording is being done.
- Click on the **Stop Recording** button.
- To delete the narration, click on the **Delete Narration** button.
- To play the narration, click on the **Preview** button.



Customizing the Motion

- Click on the **Customize Motion** button.
- Click on the **Motion and Duration** tab.
- Use the **Go to Previous Picture** and the **Go to Next Picture** buttons to navigate to the desired picture.
- Click in the box to **Specify start and end position of motion**.
- In the **Start position** window, adjust the size of the frame as desired.
- The size of the frame is shown below the window.
- Drag the frame to the desired starting location.
- In the **End position** window, adjust the size of the frame as desired.
- The size of the frame is shown below the window.
- Drag the frame to the desired ending location.
- The choices below the **Start position** and the **End position** windows (**Set start position to be the same as end position of the previous picture** and **Set end position to be the same as start position**) allow for easy management.
- Click on **OK**.



Duration

- In the **Duration** section, the length of time the picture is showing can be set.
- Under the **Start position** window, the time the picture starts to be displayed is indicated.
- Under the **End position** window, the time the picture stops being displayed is indicated.
- To set the time manually, select **Number of seconds to display the picture** and then change the time in the box.

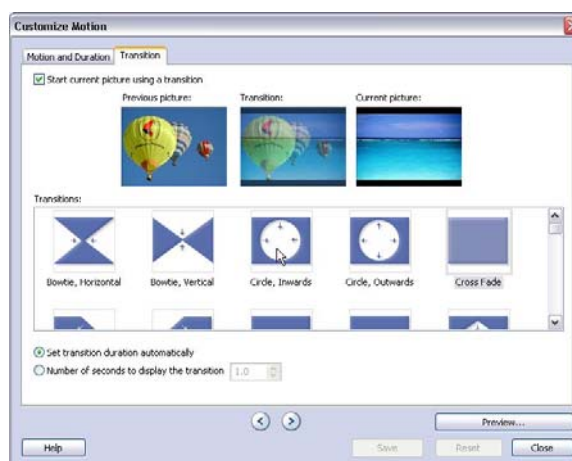
Previewing the Story

- Click on the **Preview** button.
- Click on the **Play** button.
- While the story is playing, the **Play** button becomes the **Pause** button.
- The **Stop** button stops the story and rewinds it to the beginning.
- Use the **Go to Previous Picture** button and the **Go to Next Picture** button to advance through the story as desired.
- Click on the slider and drag to move quickly to a desired position in the story.
- The time of the current position in the movie is shown in the bottom right corner of the window.
- Close the window when finished previewing.



Customizing the Transition

- Click on the **Transition** tab.
- Use the **Go to Previous Picture** and the **Go to Next Picture** buttons to navigate to the desired picture.
- Click to select **Start current picture using a transition**.
- **Note** – Unchecking the box will remove the transition, causing the picture to be displayed immediately.
- Scroll through the **Transitions** box and click on the desired transition.
- The transition will be shown in the **Transition** window.
- Choose the time of the duration of the transition by either using **Set transition duration automatically** or **Number of seconds to display the transition**.
- If **Number of seconds to display the transition** is selected, set the number of seconds.



Adding Background Music

- Click on the **Next** button.
- Music can be added on any picture.
- The program will fade from one musical selection to the next if new music is chosen for a picture in the middle of the story.

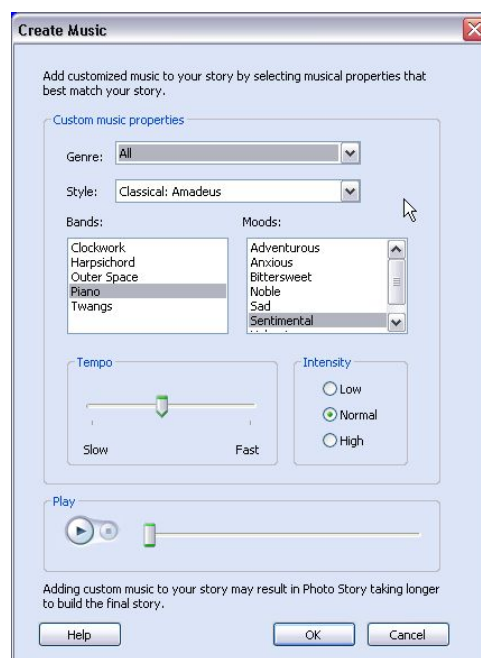


Selecting Music

- Click on the picture in the timeline that should be on the screen when the music begins to play.
- Click on the **Select Music...** button.
- Navigate to the location of the music.
- The music file formats that can be used are .wma, .mp3, and .wav.
- Click on the desired music.
- Click on the **Open** button.
- Adjust the **Volume** by clicking on the slider and dragging it to the desired volume.
- Click on the **Preview** button to preview the music with the pictures.
- **Note** – The picture displayed when the music begins will have a note below it in the timeline.

Creating Music

- Click on the picture in the timeline that should be on the screen when the music begins to play.
- **Note** – One of the choices is **Silence**. This choice would be used to have no music for a section of the story.
- Click on the **Create Music...** button.
- Click on the down arrow for **Genre:** and choose a genre.
- The choices include **Classical, Country, Dance, Funk, Jazz, Latin, New Age, Pop, Rock, Silence, Soundtrack, and World.**
- Click on the down arrow for **Style:** and choose a style.
- In the **Bands:** box, select a band to play the music.
- In the **Moods:** box, select a mood for the music to be played in.
- In the **Tempo** section, click and drag the slider to adjust the tempo of the music.
- In the **Intensity** section, select **Low, Normal, or High.**
- Click on the **Play** button to hear the musical selection.
- Click on **OK**.
- **Note** – The picture displayed when the music begins will have a note below it in the timeline.



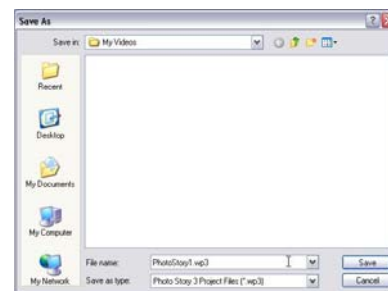
Deleting Music

- Click on a picture which will be displayed while the music is playing.
- Click on the **Delete Music** button.
- **Note** – There is no undo feature and no window asking if you are sure you want to delete the music.



Saving the Project

- Saving the project allows the project to be edited at a future time.
- Click on the **Save Project...** button.
- The default location for saving a project is the **My Videos** folder.
 - Change to a different folder or create a new folder in the **My Videos** folder if desired.
- In the **File name:** box, enter a name for the project.
- Click on the **Save** button.



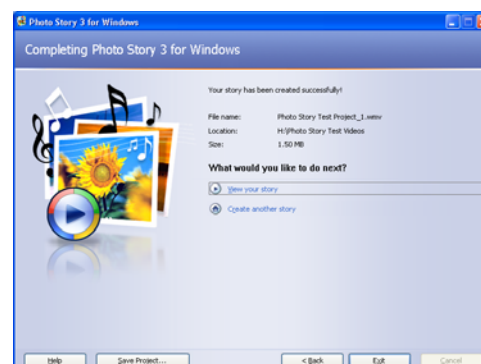
Saving Your Story

- Saving the story creates a .wmv movie file that can be played in the **Windows Media Player** and other players which can play .wmv files.
- From the **Add background music** window, click on the **Next** button.



Saving for Playback on a Computer

- In the **Activities** window, select **Save your story for playback on your computer**.
- In the **File name** section, click on the **Browse** button and choose the location where the movie will be saved if desired. **My Videos** is the default location.
- In the **Quality Settings** section, click on the **Settings** button.
- In the **Profile** box, check the settings.
- The possible settings are 1 (320 X 240), 2 (640 X 480), 3 (800 X 600), or 4 (1024 X 768).
- There are also profiles for creating DVD's and Video CD's however; another VCD or DVD authoring program will be needed to complete the process.
- **Note** – NTSC is the US standard and PAL is the European standard.
- Click on the down arrow and choose the desired screen resolution.
- Notice the information under the **Profile** box which indicates the computer specifications which would work best for the selected resolution.
- In the **Details** box, review the details.
- Click on **OK**.
- Click on the **Next** button.
- The program creates and saves the story.
- Click on **View your story** to play the story.
- **OR** Click on **Create another story** to work on another story.



Saving to Send as an E-mail

- In the **Activities** window, select **Save your story for playback on your computer**.
- In the **File name** section, click the **Browse** button to navigate to the **My Videos** folder (or any desired location for saving).
 - **Note-** Click in the **File Name** box to **rename** the project if you have already saved the project previously for playback on your computer in a different size (640 x480). This will prevent the larger file from being replaced with the smaller email file.
- Click the **Save** button.
- In the **Quality Settings** section, click on the **Settings** button.
- In the **Profile** box, click the drop down arrow and select **Profile for e-mail**. The possible settings are 1 (160 X 120), 2 (240 X 180), or 3 (320 X 240).
 - **Note** – The larger the video size, the larger the file will be.
 - Photo Story will attempt to compress the file to 1 MB because some email services do not allow users to send files larger than 1 MB.
- Click on **OK**.
- Click on the **Next** button.
- The program creates and saves the story.
- Click on **View your story** to play the story.
- **OR** Click on **Create another story** to work on another story.
- **OR** Click the **Exit** button to close the program.

Playing a Story

- Navigate to the location of the saved story (.wmv file) then double click on the story file.

Editing an Existing Project

- Open **Photo Story 3**.
- Select **Edit a project**.
- Navigate to the location of the project and click on it.
- Click on the **Open** button.
- Edit the project as desired.